

THE MAKING OF DART BOARD GAME FOR ELEMENTARY SCHOOL STUDENTS

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Abstract: *The mastery of vocabulary is one of important factors to support language skill. Meanwhile, to make the student master the vocabulary is not an easy thing. They need media to help them in learning process. There are some ways should be applied to help student understand easily. One of them is learning vocabulary by using game. The main purpose of this research is to make a Dart Board game. This game can be used as an alternative learning vocabulary especially for Elementary School Students. The result of this study is a set of Dart Board Game, four set sheets of cards, and six darts. This game can be used in classes during learning-teaching process to help the students memorize English vocabulary easily.*

Keywords: *Dart Board Game, Vocabulary*

1. Introduction

English is one of international languages to communicate with people from other countries. It is widely supported in technology and information. Nowadays, many people of the countries in the world learn English. The aim is to facilitate communication with others of different countries. People from diverse backgrounds geography, religion, and culture have been put together by an agreed international language for use in

communicating with each other. Therefore, English is important to be learned.

In learning English, there are four important aspects such as: listening, speaking, reading and writing. Besides that, there are four aspects to support four English skill above, such as: grammar, spelling, pronunciation, and vocabulary. The mastery of vocabulary is one of important factors to support language skill. According to Neuman & Dwyer (2009), vocabulary can be defined as

“The words we must know to communicate effectively: words in speaking (expressive vocabulary) and words in listening (receptive vocabulary)”. It means that when people have lack of vocabulary in English, they can not speak English, write a sentence, comprehend a text, and understand about what the other people say.

This problem is not caused from the learner but errors in learning method that is not attractive, therefore it is necessary that effective learning activities. According to Pupuh and Sobry in Dahlan (2014), a more precise method used by teachers in teaching, also effective for the achievement of learning goals. Therefore, the error in determining teaching methods also result in reduced student in learning process. However, there are some ways should be applied to help student understand easily. One of them is learning vocabulary by using game. Richards and Theodore (1996) define that playing vocabulary game is one of the activities that require students to actively communicate with their classmate by using their own language. Some student can learn through playing because the game is fun and give

motivation the student. Playing game in learning vocabulary is very important because learning through game can make them easy to remember the word and get a lot of vocabulary.

According to Ersoz in Mubaslat (2012), games are highly motivating because they are amusing and interesting. They can be used to give practices in all language skills and be used to practice many types of communication. Many games can be used to improve the mastery of English vocabulary. Dart board game was chosen as a game for learning vocabulary of the student.

Dart board is a form of throw game. There are some pictures on the board and the tasks of student is based on the picture. The dart game makes the student fun and easy to remember the vocabulary. Dart Board is used two or more players, in this game they use darts as instruments to shoot the board as a target.

Based on the previous explanation, the writer is interested in Making Dart Board Game for Elementary School Students.

2. Review of Literature

Related Study

2.1. Definition of game

According to Slattery and Jane (2001), explain that game can help the learners to create context in which the language is useful and meaningful. They also argue that in increasing vocabulary, the teacher should be creative to create the media to teach their student. One of media is using game. Game can make students more focus in learning and they will not feel bored to learn. According to De Freitas in Mahmoud and Tanni (2014), "Games and simulations are very powerful and excellent tools that support collaborative learning skills". Games are fun and give motivated for the student and make student like to play. Therefore, they donot only play the game but they also learn through the game. Playing of educational game will help the students in developing of their skill and also building their spirit. According to Schuna in Mahmoud and Tanni(2014), "Playing educational games also helps teachers and children with focus, self - esteem, and memory. Educational games can help a child focus because they are

being patient while waiting to achieve getting to the next level. This is also where their focus comes into play because they will take their time to make sure they do things correctly so that they may go on longer in the game".

According to Ghada sari in Rohani and Pourgharib (2013), there are several main advantages when games are used in the classroom, including:

1. Games bring in relaxation and fun for students, thus help them learn and retain new words more easily.
2. Games usually involve friendly competition, and they deep learners interested.
3. Games are highly motivating and they give students more opportunity to express their opinions and feelings.
4. Vocabulary games bring real word context into the classroom.

2.2. Dart Board Game

Dart is a game of throwing small arrows on the board. Dart is a board game. Board game is a something instrument that made to give motivation the students, because board game can make the students more focus in learning.

In addition, according to Armstrong in Sigurdardottir (2010), suggests board games as a teaching strategy that might suit students with interpersonal intelligence because they provide an excellent setting for interaction between students. According to Larasati (2011), that board game is a game which counters or pieces are placed, removed, or moved on a specially design board. It means that to play board game we have to use a special board made to play those games only.

Dart game can be played by two or more players. They can play dart board and wait the dart stick the target. The tasks of players is based the picture in the board.

2.3.Vocabulary

a. Definition of Vocabulary

Vocabulary is important aspect to learning a foreign language. According to Cameron (2009), say there are five important stagesto learning of the vocabulary, namely:

- a. Have source to find new words,
- b. Use a clear picture, or can be combined with the voice to describe the new word,

- c. Learn the meaning of a new word,
- d. Create memories strong bond between the form and meaning of the word,
- e. Using the word in everyday life

In learning English they should have knowledge of vocabulary. According to Diamond and Gutlohn (2006), vocabulary are the knowledge of words and word meanings, its means remember back the factors that had been learned and understood the meaning of a word.

Vocabulary is number of words in the language. According to Richards (2002), vocabulary is the core component of language proficiency and provides much of the basis for how well learners speak, listen, read, and write. The student should be learn vocabulary to master the four ability, such as: listening, speaking, reading and writing.

Based on the definition above, it can be concluded that vocabulary is one of component the English language that has an important role in understanding the text and express all the ideas in writing or pronunciation.

b. The importance of vocabulary

Vocabulary is very important for the communication, without a lot of vocabulary they can not communicate. Vocabulary is central to English language teaching because without sufficient vocabulary students cannot understand others or express their own ideas. Wilkins(1972) wrote that “while without grammar very little can be conveyed, without vocabulary nothing can be conveyed”. Although we have the ability grammar is good, but the capability will be vain if we do not have sufficient mastery of the vocabulary. Because of that the student should be develop their vocabulary. According to Cameron (2001), Vocabulary development is also about learning more about those words and about learning formulaic phrases, finding words and learning even more about those words. Developing a good vocabulary will help them to improve their ability in learning vocabulary and give advantages for them. According to Diana Bonet (1992), there are some advantages when student can master the English vocabulary:

1. Students will be better improving their reading,

writing, speaking and listening vocabulary.

2. Students will think more clearly. Thoughts are limited by vocabulary
3. Students will experience personal growth and greater confidence.
4. Students will understand other people idea and explanation easily
5. Students will gain important survival tools for the new millennium..

Based on the definition above, it can be concluded that vocabulary is one of the important aspects in learning a foreign language. lack of knowledge of vocabulary, people would be a difficulty in speaking, reading, listening and writing. as we know, so the importance of vocabulary in everyday life, especially in terms of learning a foreign language.

Related Product

There is a related product about this study. This game is modified from Target game or called Archery game. Archery game is an activity using a dart to shoot dart. Archery game was started from 5.000 years ago. There is one game

modified from Target game, it is about dart game for Speaking.



Source: *Book of Serba-serbi pembelajaran aktif*

Figure 2.1 Related Product

3. Methodology of Study

3.1 Equipment and Material

3.1.1 Equipment

1. Hardwares

a. Laptop

Laptop was used to create images that are used in the background of the board and cards

b. Printer

After making the image on the laptop the results were be printed with a printer

2. Software

Paint, *Photoshop*, and *PhotoScape* application was used to draw the model of the Dart Board Game.

3.1.2 Materials

The materials used for the products were:

a. Paper

Paper was used to design the cards.

b. Dart

Dart is also important in this game because the players threw it on the board

c. Board

The board was created as target

d. A jar of magnet

Magnet was used to make a dart.

e. Glue

Glue was used to stick up design of paper in to the board.

f. Sticker

Sticker was used to design picture on the board

g. Paint

Paint was used to give colour of design the board

3.2 Procedure of the Study

3.2.1 Data collection technique

The technique used to collect the data is literature study. The data for this study is retrieved and collected from several resources. It is modified based on the

need of this study. Meanwhile, the vocabulary of this game are collected from several English book and websites.

3.2.2 Product design

3.2.2.1 The procedure of designing dart board games

In designing the board, the steps are:

- 1) In designing the Dart Board game, the first step was painting a picture on the board



Figure 3.1 Background of dart game

- 2) The next step was designing the board using Photoshop application. First, open Photoshop application program. After that click CTRL-N and give size 1200 x 1200 pixels

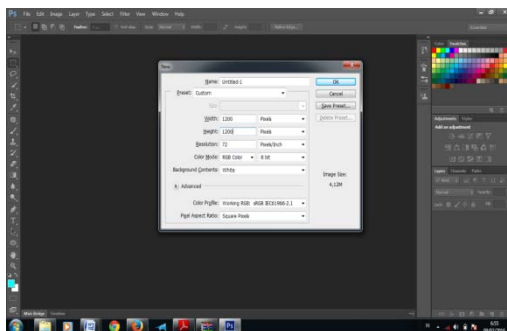


Figure 3.2 New Sheet

- 3) Draw 1000x1000 px circle in Photoshop workspace used Ellipse Tool

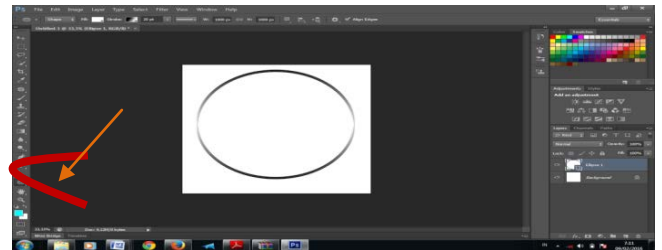


Figure 3.3 Create Ellipse Tool

- 4) Make line tool inside the Ellipse Tool

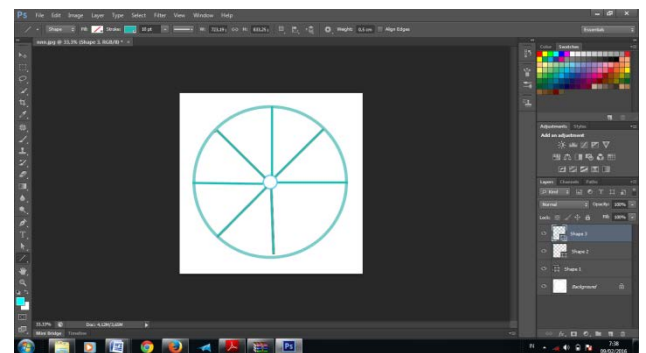


Figure 3.4 Create Line tool

- 5) Next step was used photoscape application. Then click object and choose "foto" to insert the picture.

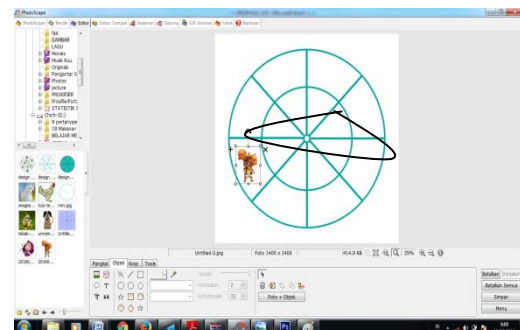


Figure 3.5 Choosing Object Phot

- 6) Next step is giving color in background using Photoshop

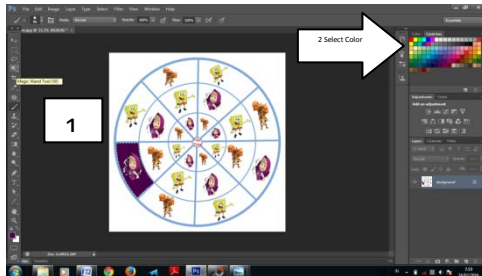


Figure 3.6 Coloring the board

- 7) After several processes were done, the result for the board design will show below.



Figure 3.7 Result of Dart Board

3.2.2.2 The Procedure of Designing the Cards

a. Card

The cards in this game are made in third different cartoon. There is some vocabulary in every cartoon card and the student should answer the question.



b. Dart

Dart is used to throw on the board.

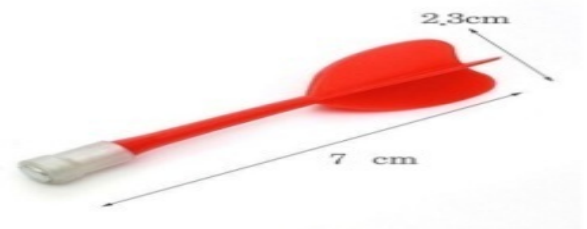


Figure 3.9 Dart

c. Scoring board

Scoring board is used to write the score of each players

Player	Name	Score
Player 1		
Player 2		
Player 3		

Table 3.1 Scoring Board

- c) The procedure of designing the card

- 1) Draw rectangles shape using *Paint* program. Then click "select" to crop

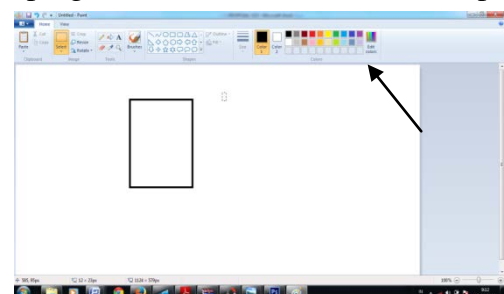


Figure 3.11 Rictangle Shape

2). The results after the crop and save the crop

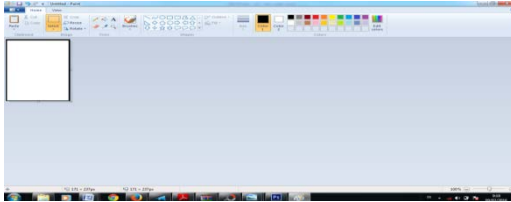


Figure 3.12 Crop

3). The next step is edit the card used Photoscape. First, open Photoscape program and insert the picture.

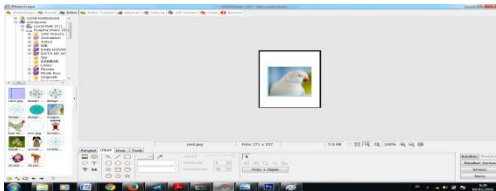
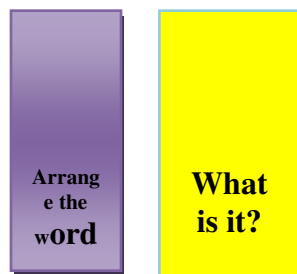


Figure 3.13 Editing Card

5) The followings are the result of the editing process.



Inside design



Figure 3.14 Result of Editing Card

3.2.2.3 Playing instruction

This game can be played by two or more players. The playing instructions are described as follows:

- a. For two player game, the turn in playing this game is determined by finger draw and formore than two player game is determined by hompimpa
- b. The first player takes one dart and throw the dart on the board
- c. The first player takes a card based on the picture of the board where the dart stick. For example, the dart is sticked in Spongebob picture, so the first player takes yellow card with a picture of Spongebob and answers the question correctly
- d. If the player can answer the question, the turn is given to next the player, but if the player can not answer the question, she or he will get punishment.
- e. The player should answer it within 3 minutes. If time is

up, the player will get punishment.

- f. Write score of each player in scoring board
- g. The winner of the game is the player who can collect vocabulary cards as many as possible.

4. Discussions

4.1 Process of Making Dart Board Game

There are several processes done in making this game, started from collecting the materials, designing the board, and designing the card. The complete processes are explained as follows:

4.1.1 Collecting the Materials

The content of this game is the vocabulary about things in classroom, things in house, animal, fruit & vegetable, transportation, and part of body for elementary school students. Therefore, collecting and providing the material of vocabulary was the first step. The vocabulary for this game was taken from the book and searching in the internet.

After the process of collecting and providing the material was finished, the next thing done was collecting materials for the game model. The model of this game were as same as Dart Board game. However, it was modified with the vocabulary card and playing instruction.

4.1.2 Designing the Model of Dart Board Game

When the data has been collected, the next and the main process were designing the board. The design of this game has been explained in chapter III. This study was used several application to support this process. The first process was designing the picture in the board using *Photoshop* application. The process was continued by inserting picture and colors in the board game using *Photoscape*. The board game has twenty four grids with three different colors which represented the colors of the cards. Those processes took quite long time to get the best result.

4.1.3 Designing the Model of Vocabulary Cards

When the data has been collected, the next process was designing the vocabulary card. There were two

application used in the process, Paint and *Photoscape* application. The first processes were started by searching picture in the internet and book. The next process was drawing rectangle shape using paint application as the main shape of the cards and followed by inserting picture using *Photoscape*.

Table 4.1

Details of Vocabulary Cards

Number	Colors	Cards' name	Detail per set
1	Yellow	What is it?	25 sheets
2	Purple	Jumble Letter	25 sheets
3	Blue	Matching the Word	25 sheets
4	Brown	Punishment	25 sheets

The complete details and the content of each set of the cards are explained as follows:

1) Yellow card

This card is called “What is it? This card ask the players to guess what is the picture in this card in english.

2) Purple card

This card is called “Jumble Letter”. There is the picture with the jumbled

letter in this card. The player has to arrange it into correct word based on picture.

3) Blue card

This card is called “Matching the word”. There are the picture and the words in this card. The player has to match the words with the correct picture.

4) Brown card

This card is called “Punishment”. The card will be given to the player if they can not answer the question. The punishment is given in the game to support the players to solve the problem correctly. The punishments can ask to do the loser such as singing an English song, express five emotional expressions, and mention several words about fruit, vegetable, and colors.

4.2 Result of the study

The result of this study was a set of Dart Board game that can be used as a media to learn vocabulary. A set of this game contains a dart board game, four set sheets of cards, and six darts.



4.2.1 Playing instruction

This game can be played by two or more players. The playing instructions are described as follows:

- a. For two player game, the turn in playing this game is determined by finger draw and formore than two player game is determined by hompimpa
- b. The first player takes one dart and throw the dart on the board
- c. The first player takes a card based on the picture of the board where the dart stick. For example, the dart is sticked in Spongebob picture, so the first player takes yellow card with a picture of Spongebob and answers the question correctly
- d. If the player can answer the question, the turn is given to next the player, but if the player can not answer the question, she or he will get punishment.
- e. The player should answer it within 3 minutes. If time is

up, the player will get punishment.

- f. Write score of each player in scoring board
- g. The winner of the game is the player who can collect vocabulary cards as many as possible.

4.2.2 Punishment

The punishment is given in the game to support the players to solve the problem correctly. In addition, who will get the punishment is the loser. However, the punishments can ask to do the loser such as singing an English song, dancing, express five emotional expressions, practice five type of laugh, and mention several words about plants, animal, and colors.

4.3 Evaluation

Evaluation is activities to implement the results of the product and to get opinions and suggestions to improve the product of research. The evalaluation process of this game was done on May 20, 2016. It was done in one of Elementary School in Bengkalis. The evaluators who evaluate the product were teacher and students.

The first thing was introducing the game and giving instruction to the students. Then, choose three students as representative. Before playing the game, the first thing was determined the first player by hompimpa. The first turn of the game was played by the first player and when she have finished her turn, the next is the second player to continued the turn.

The teacher monitored during doing the evaluation product. The last thing was giving the teacher and the students the evaluation sheet. It was needed to get their opinion and suggestion about this game. The result of the evaluation was shown bellow:

4.3.1 Teacher of Elementary school

According to the teacher of Elementary school, the game was interesting, can make students enjoy to learn English. The student who lack of vocabulary, they can expand vocabulary and motivated to learn English. However, for weakness she does not say anything.

4.3.2 Students of Elementary School

The evaluation was done to the grade five students of Elementary school. The responses given by all students were positive. According to students of Elementary School, this game was good,

interesting, and fun. They liked playing this game. In addition, this game can help them to improve their vocabulary. For the weakness some students did not say anything because there is no weakness in this game. It means that the game was good. But, some students also said the dart less attached. Another suggestion from the students is add more the picture in the board to make the game is better.

4.4 Problems

There were several problems faced during the processes of making this game. They were:

1. Using the applications to design the game

In designing this game, there were several applications in computer used, such as *Photoshop*, and etcetera. However, there were no specific subjects about IT taught in Business English Study Program. Therefore, there were some difficulties in designing the product because there was no enough knowledge about the application. That was why the game designed using more than one application and it only used basic skills and easy tools.

5. Conclusion and Suggestion

Conclusion

5.1 Conclusion

There are several conclusion made after the discussion in making processes and result of the research. The main purpose of this study was to make a Dart Board to help the student in learning vocabulary.

There were several processes in making of Dart board game, started from collecting the materials, designing the board, designing the card, and printing the card. The game discussed vocabulary about classroom, animal, fruit, vegetable, part of body, and transportation.

After collecting the materials was done, the next thing was designing the board and the cards. The application used were paint, photoshop, and photoscape. Photoshop and photoscape were used to design the board, started from drawing the model of board, inserting picture, and giving colors. Meanwhile, paint application was used to design the cards.

This game is modified from Target game or called Archery game. However, this game was modified into different the model such as from the size and playing instruction. The game can be played by two or more players.

After the product has been finished, the next step done was evaluating the game in Elementary school. It was needed to see how the game can help the student learning vocabulary and to know their opinion about this game.

The result of the evaluation was satisfying. Some students gave positive response. According to students of Elementary School, this game was good, interesting, and fun. They liked playing this game. In addition, this game can help them to improve their vocabulary. On the other hand, the teacher also gave positive response, she said the game was interesting, can make students enjoy to learn English. The student who lack of vocabulary, they can expand vocabulary and motivated to learn English.

5.2.Suggestion

There were several suggestions for the teacher and the students. The suggestion were as follows:

5.1.1 Suggestion for Teacher

Teacher can use this game as a learning medium to teach vocabulary to the students. By using learning media or game, the learning process will be more

interesting and do not make the student feel bored.

5.1.2 Suggestion for Students

Although learning vocabulary is not easy and it will always be boring. There are many ways the students can do to make it more fun and interesting, for example students can use helping media. For example, on of media is using game. By using game, the learning process will more attractive.

6. ACKNOWLEDGEMENT

We would like to say “Alhamdulillah” thanks to God for the accomplishment of this paper. Our best regard was delivered to teachers and students at Elementary School who participated in evaluating the products. Grateful feeling was also sent to our colleagues who gave support and motivation to finish this paper. Finally, we hope this study is beneficial for all English learners, teachers or lecturers, and for those who want to do further research related to this topic.

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